

NATIONAL AERONAUTICS AND SPACE ADMINISTRATION ESDS Software Reuse Working Group

Software Reuse within the Earth Science Community

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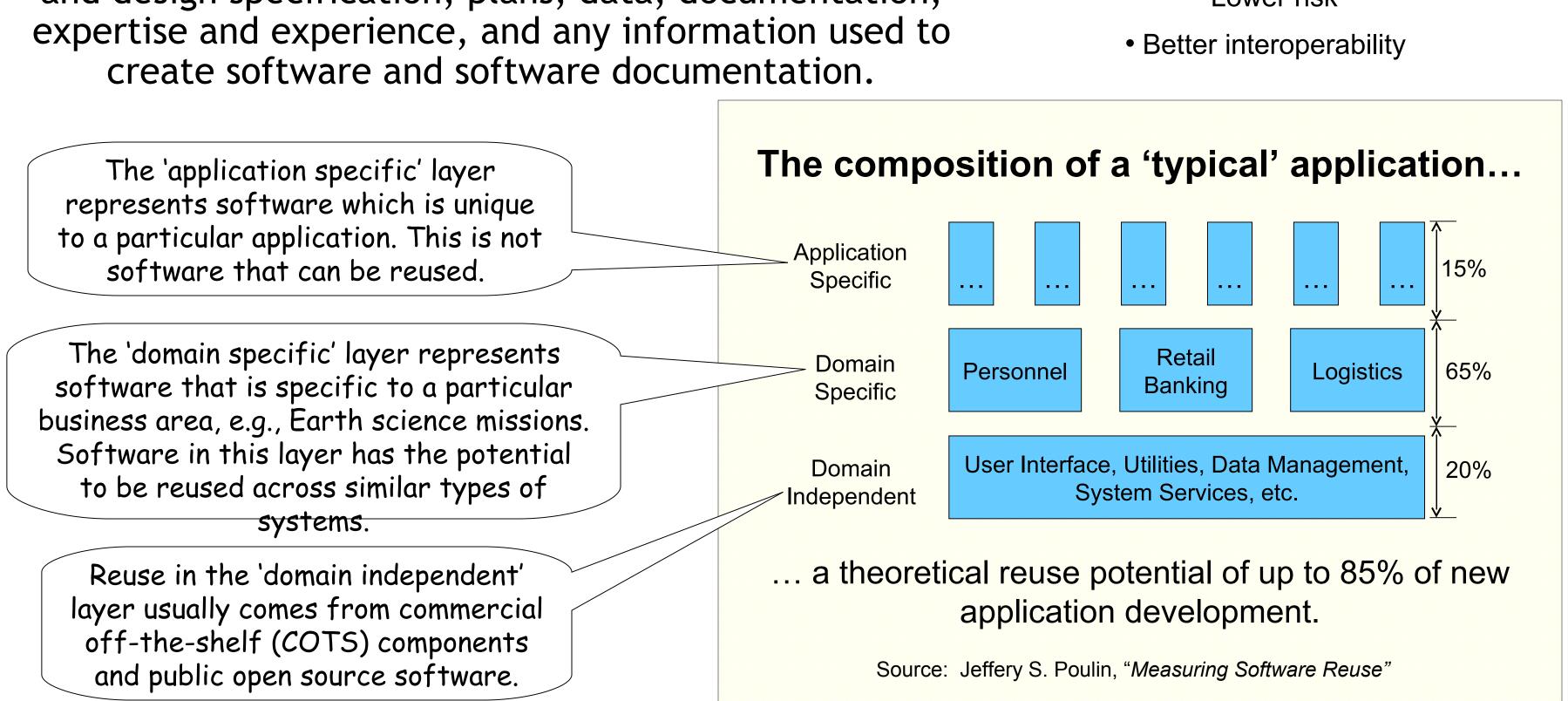
Software reuse is the reapplication of a variety of kinds of knowledge about one system to another system in order to reduce the effort of developing and maintaining that system.

Reusable assets can be from any part of the software development life cycle including: source code, analysis and design specification, plans, data, documentation, expertise and experience, and any information used to create software and software documentation.

Expected Benefits of Reuse

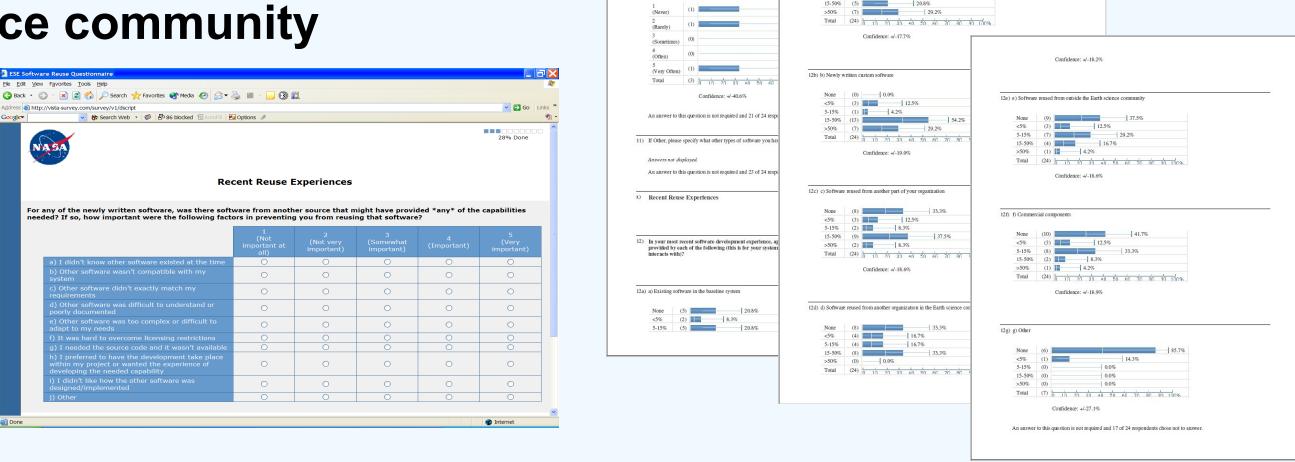
- Lower development costs
- Higher productivity; better use of resources
- Reduce cycle time; quicker development
 - Lower training costs
 - Easier maintenance
 - Higher quality
 - Lower risk

at a somewhat lower frequency.



Survey conducted to establish reuse practices and needs of the Earth science community

- OMB approval obtained 01/04/2005 (Approval No.: 2700-0117)
- Used Web-based survey tool (Vanguard Vista) to simplify response submission and data collection
- Approximately 3000 invitations issued
 - 100 responses received



Example question screen and result pages

Survey CategoryTypes of QuestionsBackground InformationRespondent's role in software development, platforms used, programming languages usedRecent Reuse ExperiencesWhy respondents did or did not reuse components, factors influencing their decision, where they found componentsReusability / Developing for ReuseWhat components respondents made available, factors

Community Needs
Factors to increase the level of software reuse, what respondents would reuse if it were available

